

SAVAGE

Fired by rage, Savage plunges into an orgy of violence, wielding his trusty battle axe in a manic fighting frenzy, dispatching all who stand in his way.

Ahead of him awaits a labyrinth of dank and gloomy dungeons concealing a myriad of demons and ghouls, all ready to put a bloody end to his attempt to escape.

The battle-crazed Savage will have to use all his skill and experience, as a master of hand-to-hand combat, to overcome this, the ultimate challenge.

From the beginning, Savage will be assailed by a number of deadly mutant monsters. Once dispatched, they will each yield a piece of weaponry that will enable Savage to carry on his fight.

The task awaiting him in the infested Labyrinth is to fight the inhabitants of the Castle and the deep dungeons. Savage is able to collect items of great wealth and power that will increase his strength as well as his horde of treasure, but the conflict will sap his strength and strain each muscle of his body to its limit.

As he travels through the dungeons he collects weapons of many magical types, enabling him to shield himself from the enemy attacks, and to dispatch more monsters with every blow.

The dungeons are a danger in themselves, with a number of traps awaiting the unwary traveller. Many are pathways over the fires of hell and Savage will have to jump and walk with the greatest of skill if he is to survive.

At the end of each level Savage comes across the Guardian of that dungeon. The Guardian is a monstrous figure able to fight on equal terms with Savage and only Savage's skill and quick wits can vanquish the monster. Once past the defenders of the dungeon, Savage is free to enter Death Valley.

When the conflict of the Castle dungeons has ended and Savage has escaped from the Castle, he will have to fight the defenders of Death Valley whose aim is to stop all who seek to escape from the area.

The view is now through Savage's eyes as he scans the area seeking ways to avoid the attackers and the monoliths that rise as if to stop his progress.

3D vision allows Savage to view the surrounding area and to plan his path forward. He can also see where to place his shots against the attacking Ghost and lurking skulls.

The attacks become faster and faster, and Savage must be on guard at all times from sneak attacks and against the half-ghost half-monster that appears before him.

Halfway through the attacks, Savage discovers that his 'escape' from the Castle was a trick to keep his Maiden love imprisoned for ever.

At this point Savage makes the decision to return to the Castle to reclaim his magical powers and rescue his Maiden from the clutches of the Dark Guardians.

However, the path he chooses to the Castle brings him to a different and locked entrance.

Unable to enter, Savage has to call upon his trusty eagle to fly into the Labyrinth to rescue his Maiden and his special powers.

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The eagle will fly into the labyrinth through the corridors and the secret dungeons collecting energy and battling the last of the demons and the monsters that now fight for the final victory inside the Castle.

The Ghost and the demons will do all in their power to stop the eagle from collecting the special powers, taken from the dead spirits, and to stop the search for the cell that holds Savage's Maiden.

It is up to the supreme strength and powers of Savage to control the eagle's course and enable it to attack and defend itself from the waves of attacking demons, and avoid the traps that befall all who enter the castle.

Savage, the supreme fighting machine is able to battle an overwhelming enemy and above all withstand all attempts to break the union between himself and his Maiden.

KEY CONTROLS

Commodore 64/128
following Keys

W
S
O
P
SPACE

All other versions of Savage use the

Q - Leap/Up/Fly
A - Crouch/Down
O - Run left/Fly left
P - Run right/Fly right
SPACE - Fire

Spectrum users press **M** to fire or you can use a joystick.

NOTE

The game SAVAGE is in three parts; parts two and three only allow you one life unless you have completed the previous level. Upon the completion of levels one and two you will be given a codeword to type in at the start of the next level which will then give you the full three lives.

LOADING INSTRUCTIONS

Some versions may have more than one disk. Please follow any cassette/disk label or on screen instructions for details.

Commodore 64/128 tape

Hold down SHIFT and press RUN/STOP. Press play on tape.

Commodore 64/128 disc

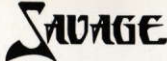
Type LOAD "*",8,1 and press RETURN.

Spectrum 48K

Type LOAD "" and press ENTER. Press PLAY on tape.

Spectrum 128/+2/+3

Select 48K mode then type LOAD "" and press ENTER. Press PLAY on tape.



Amstrad CPC 464 tape

Hold down CONTROL and press the small ENTER key. Press PLAY on tape.

Amstrad CPC 664/6128

Hold down SHIFT and press the @ key. Type TAPE and press RETURN. Hold down CONTROL and press the small ENTER key. Press PLAY on tape.

Amstrad CPC 464/664/6128 disc

Type RUN "SAVAGE" or type RUN "DISC" and press RETURN.

Atari ST with colour monitor or T.V.

1. Switch off your computer.
 2. Insert the disk into the disk drive.
 3. Switch on your computer.
- The game will automatically load and run.

Commodore Amiga

1. Users with Kickstart on disk should first boot Kickstart version 1.2 or later.
 2. At the Workbench prompt, insert the disk.
- The game will then load and run.

Please note that the presence of any RAM expansion or non-standard hardware may inhibit the correct operation of the game.

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